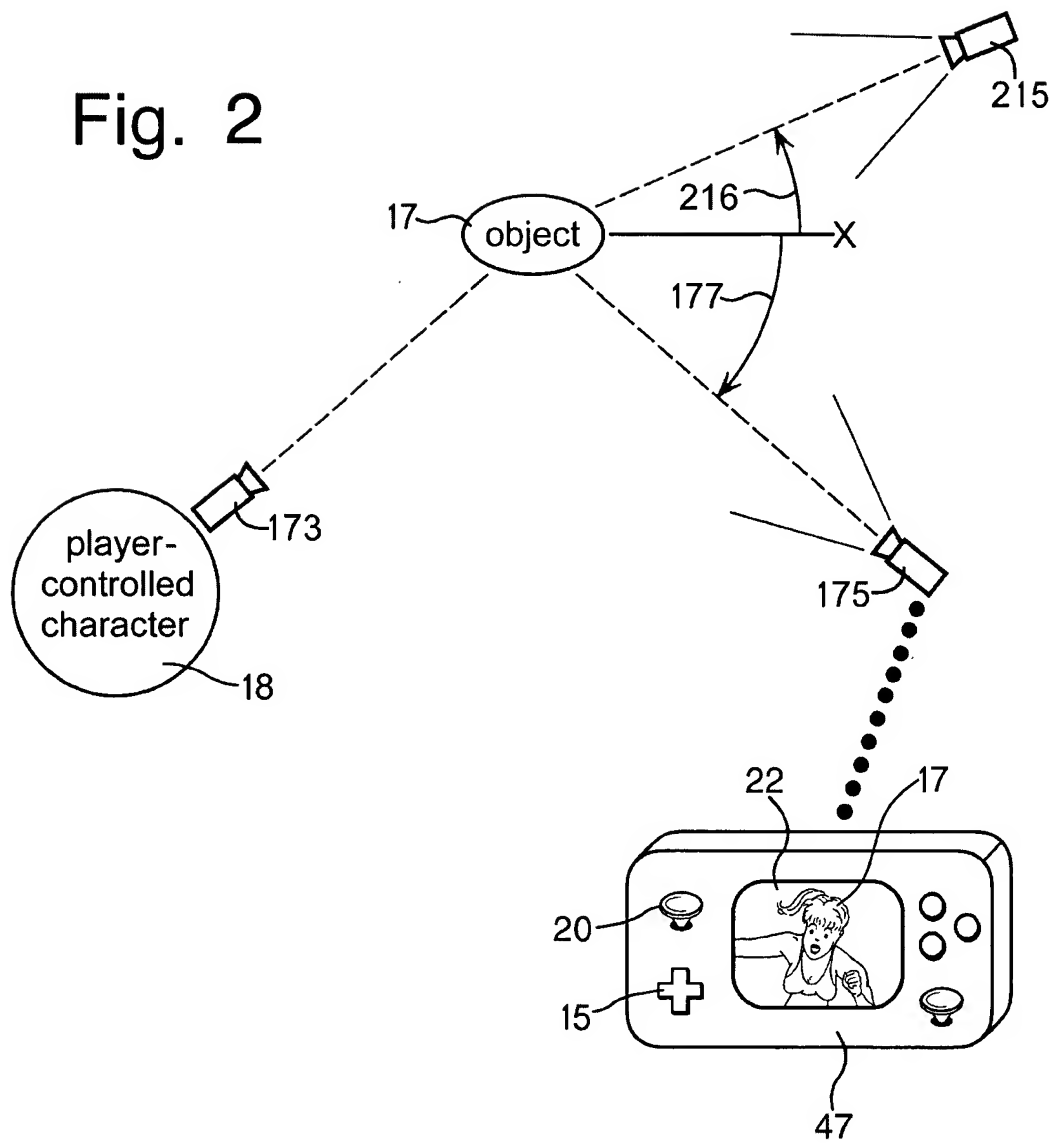


Fig. 1

Fig. 2



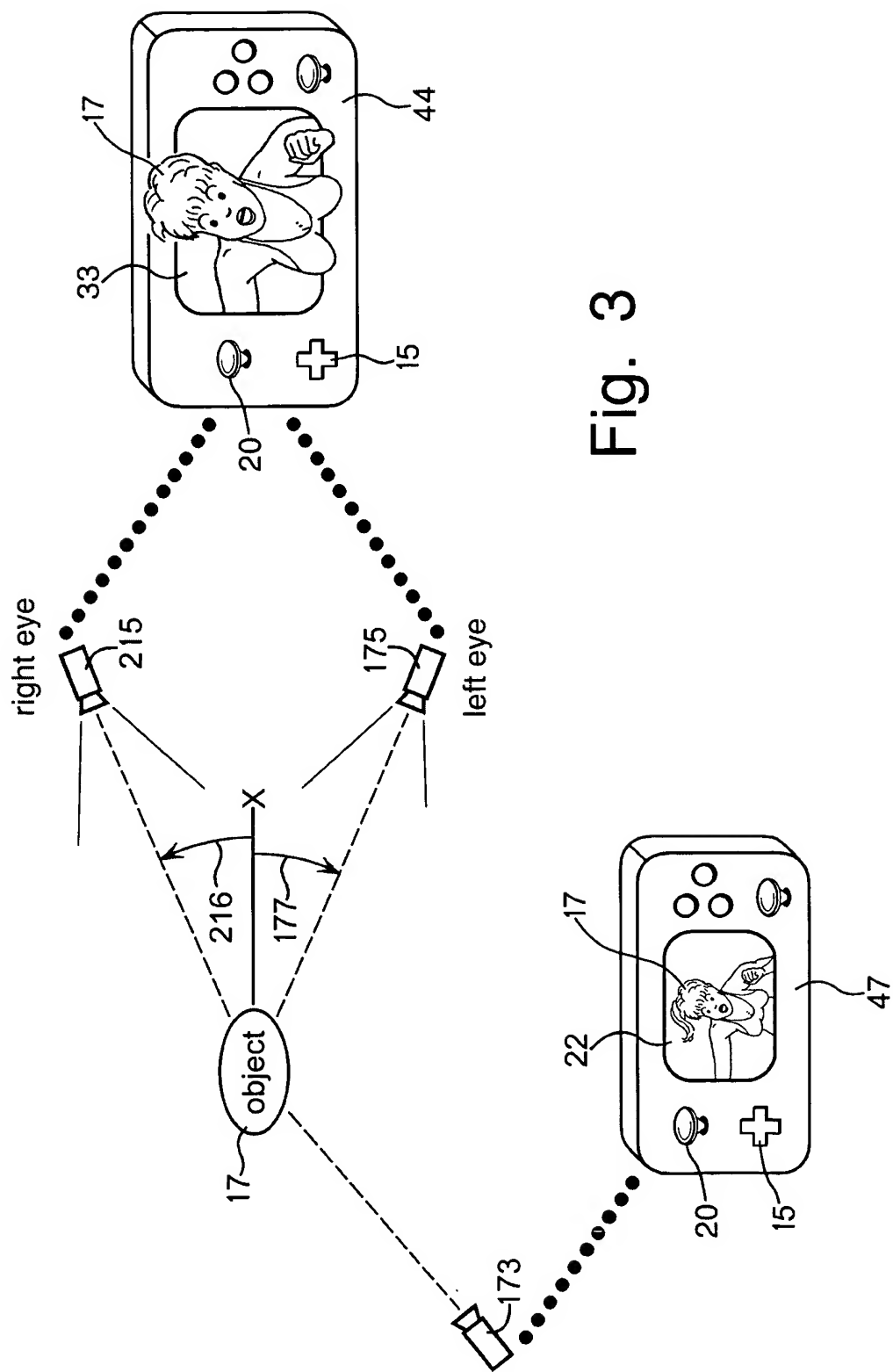
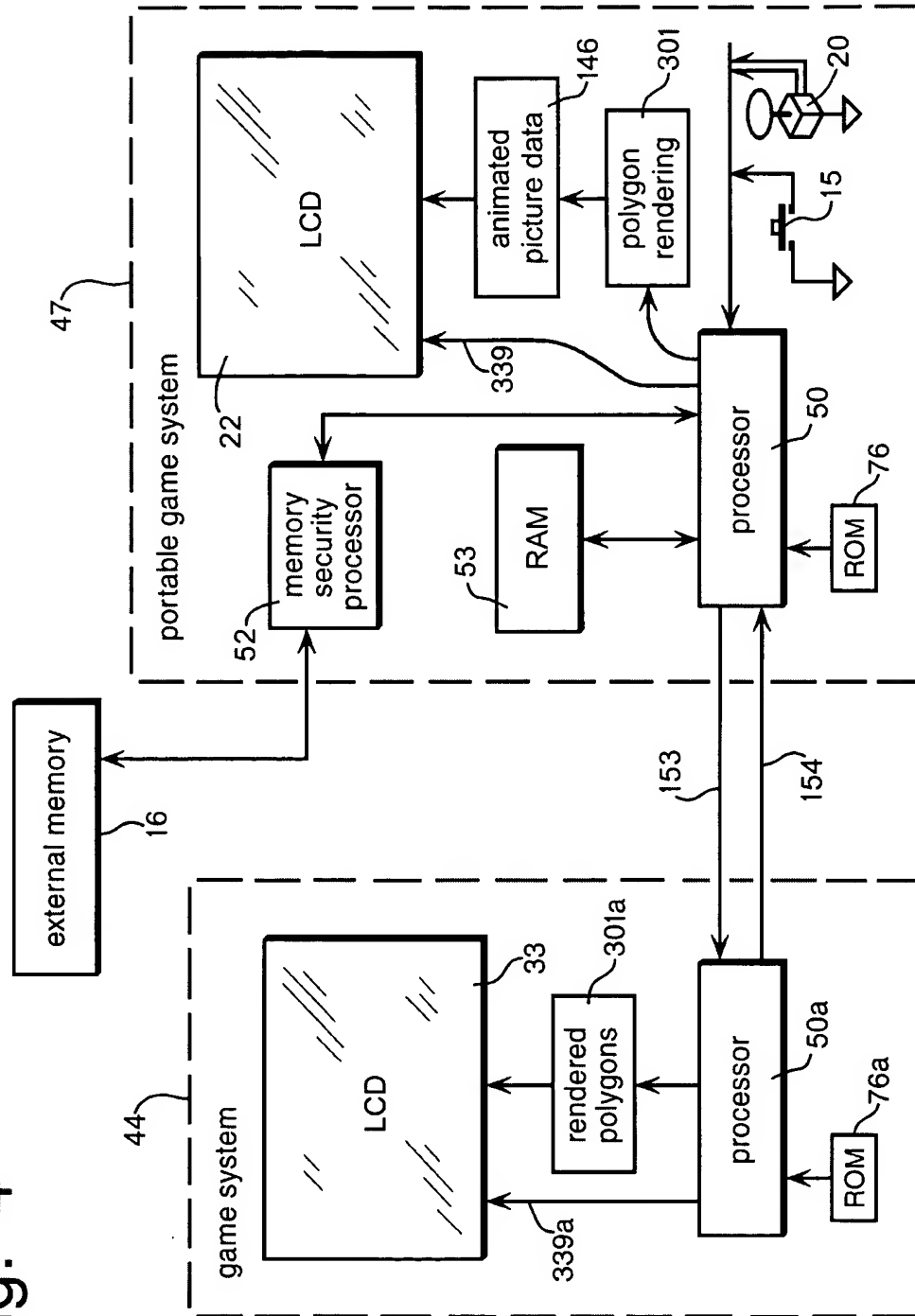


Fig. 3

Fig. 4



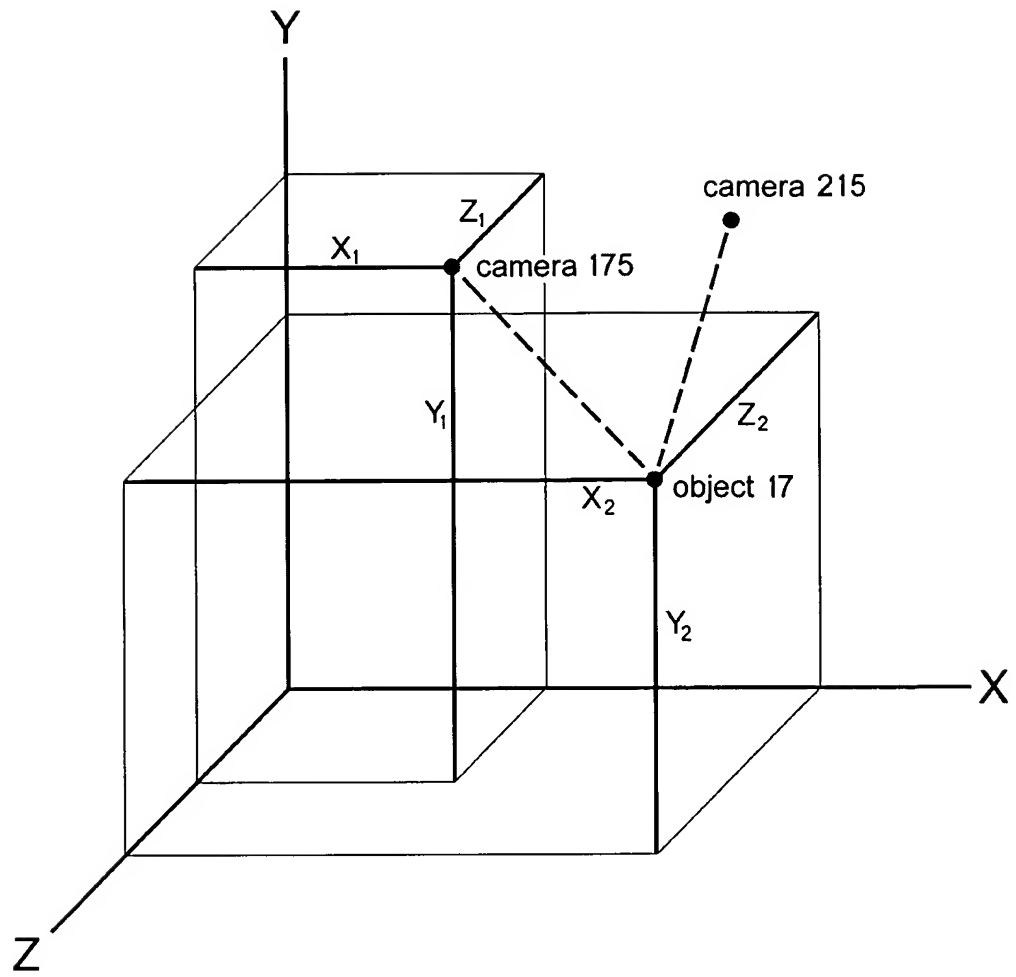


Fig. 5

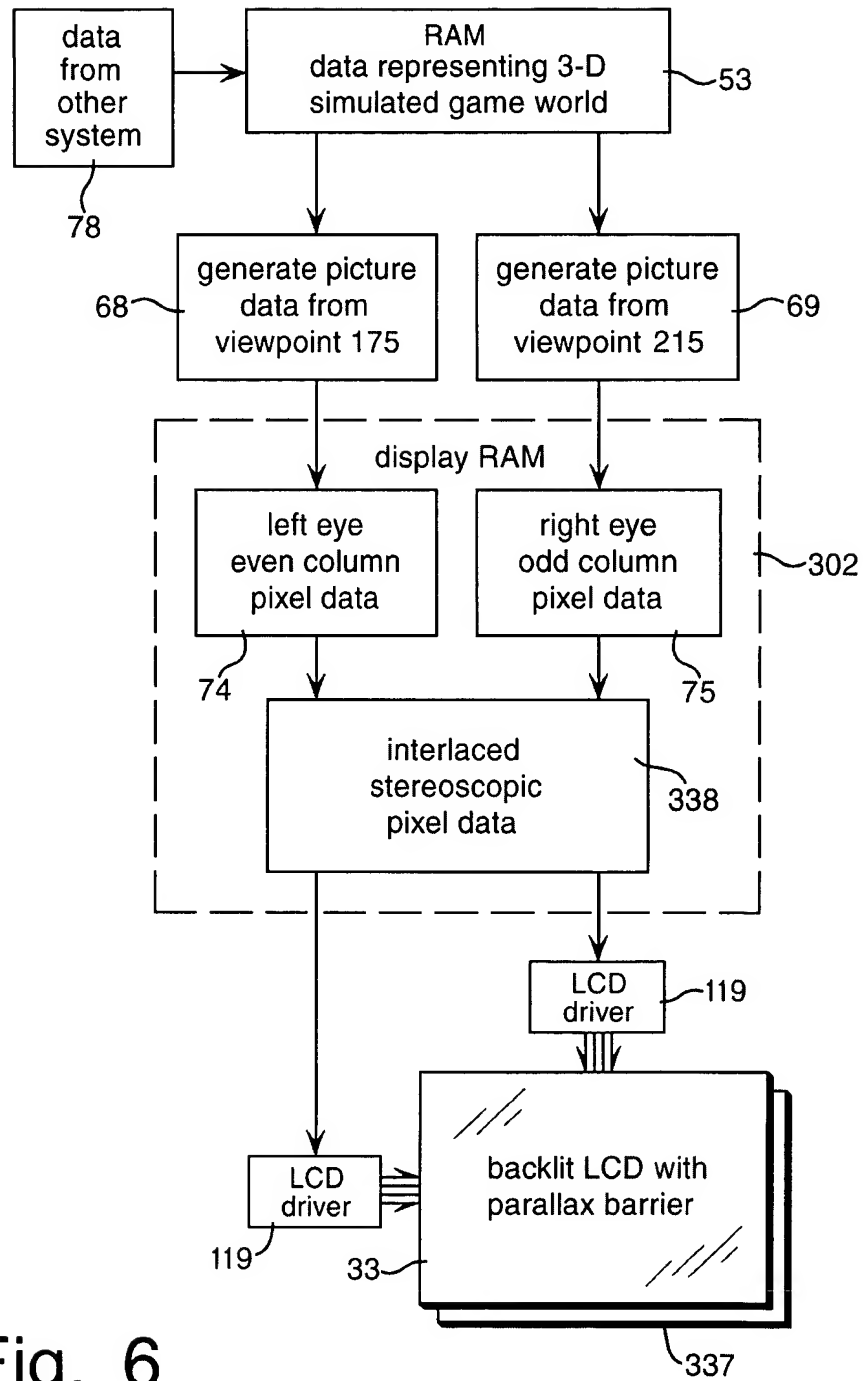


Fig. 6

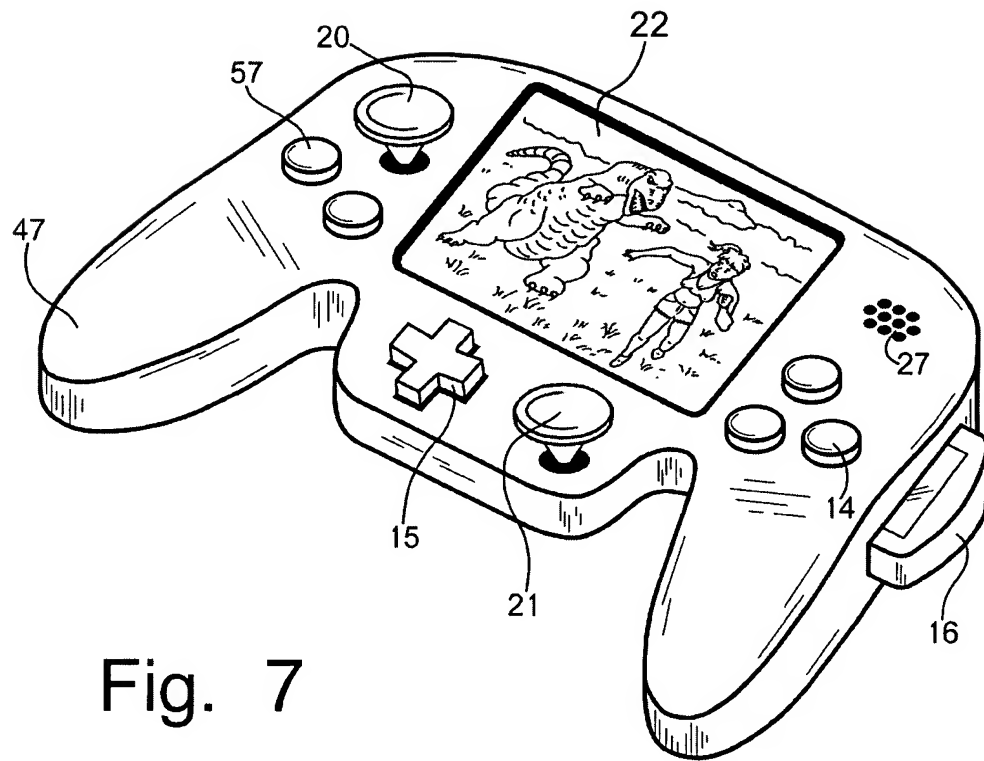


Fig. 7

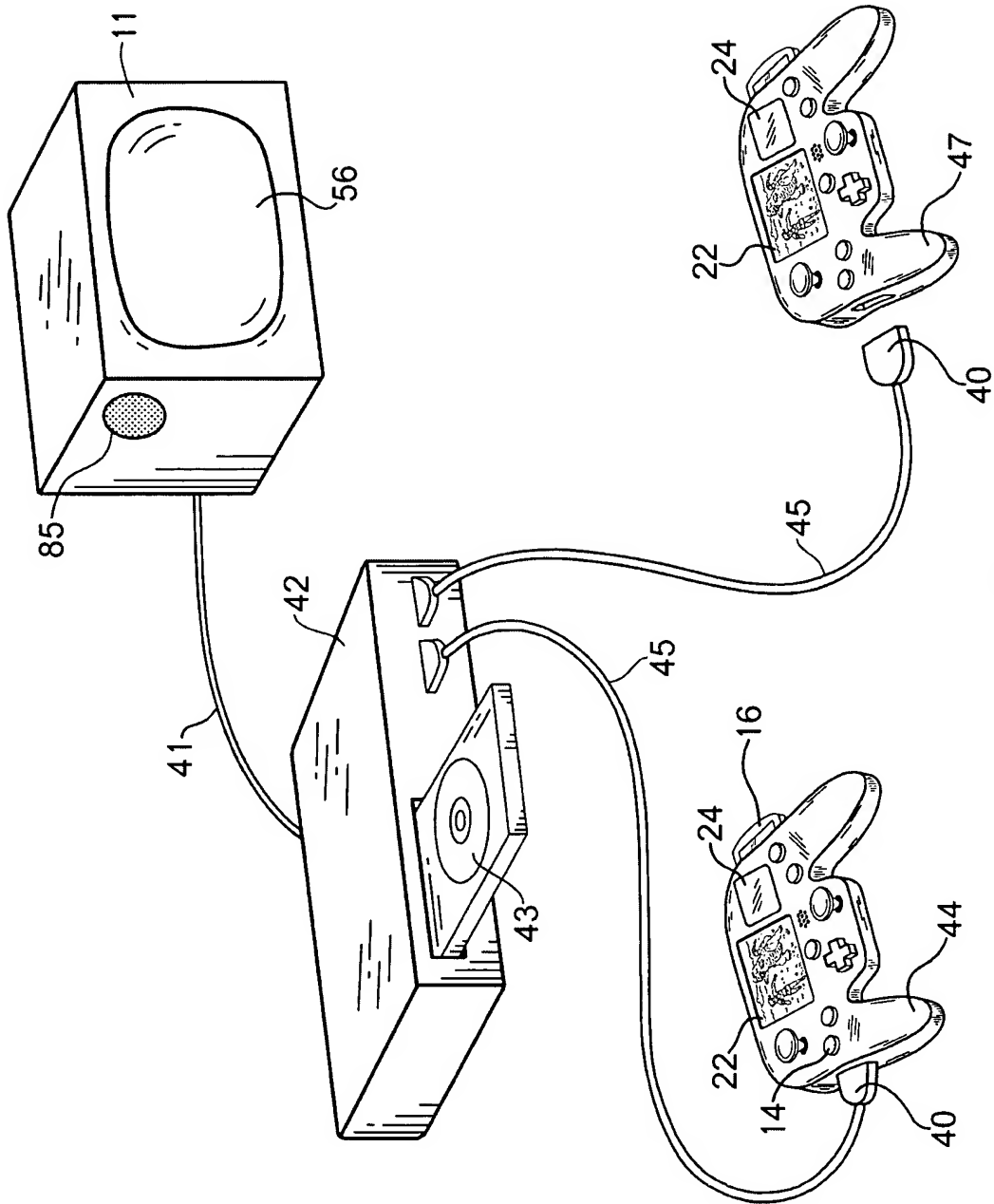


Fig. 8



Fig. 9

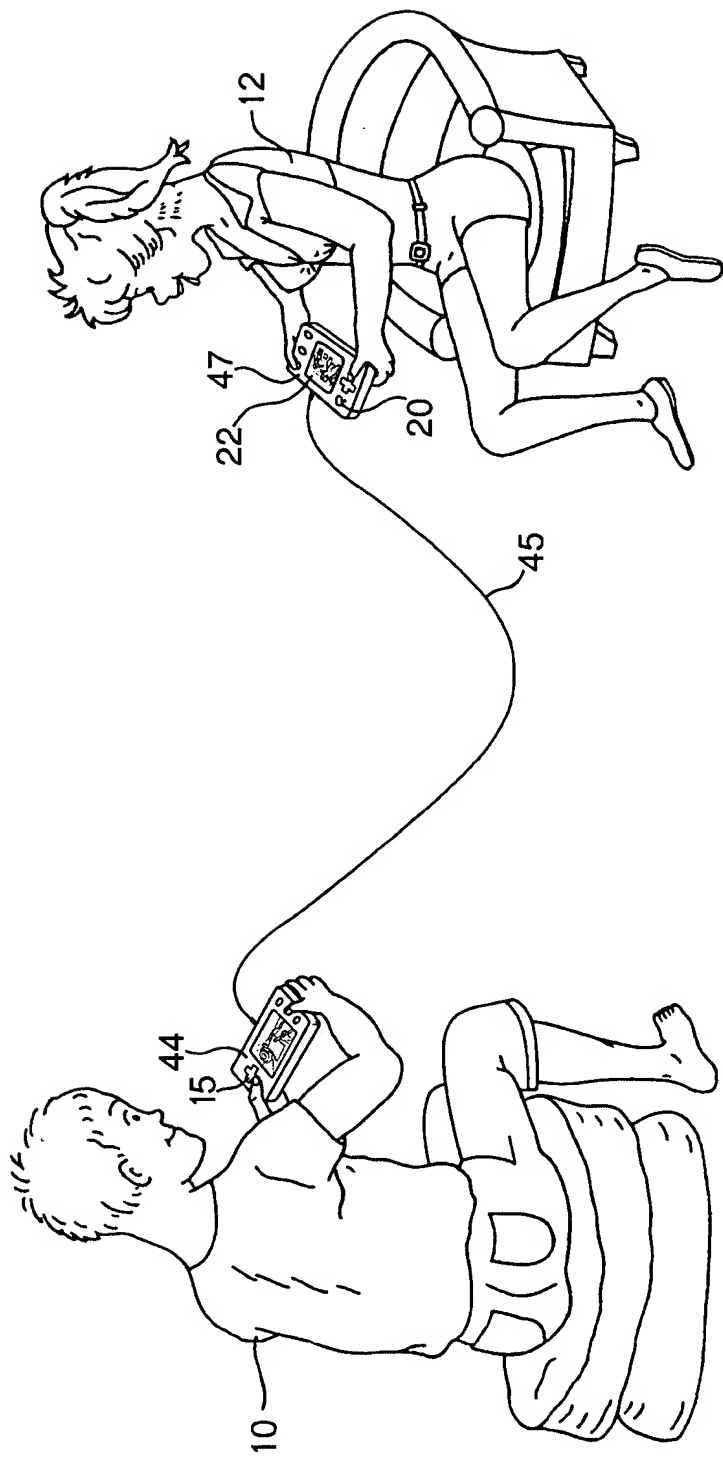


Fig. 10

RAM in portable system

53

program for converting finger movement into location coordinates
program for generating image of 3D world
program for determining viewpoint and camera angle
program for generating movement of a 3D character in a 3D game world
program for superimposing a 3D object picture on a 3D background
program for animating a character
program for displaying maps and other non-animated pictures
data for simulated 3D world
data for object in simulated 3D world
data for animated character in simulated 3D world
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 11

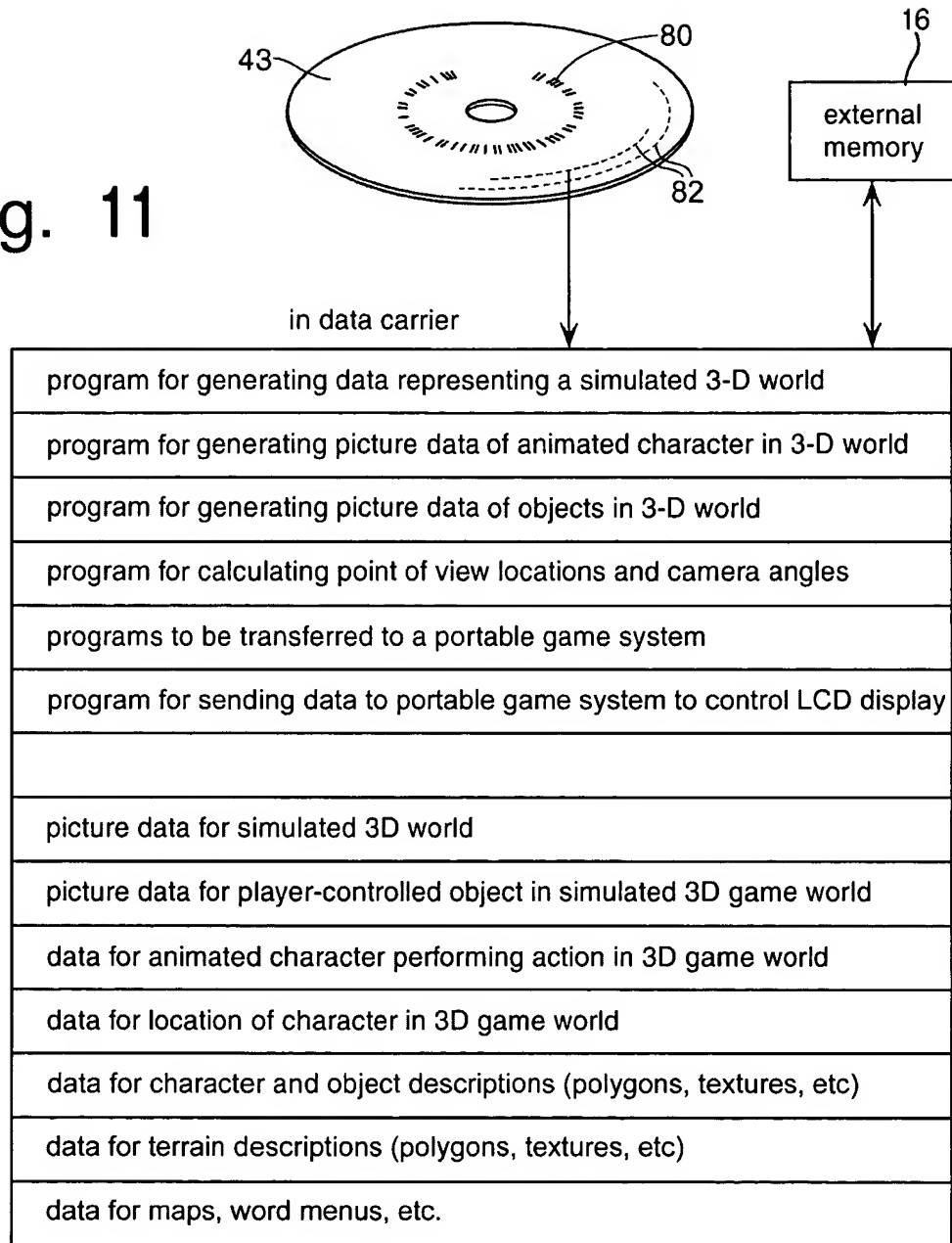
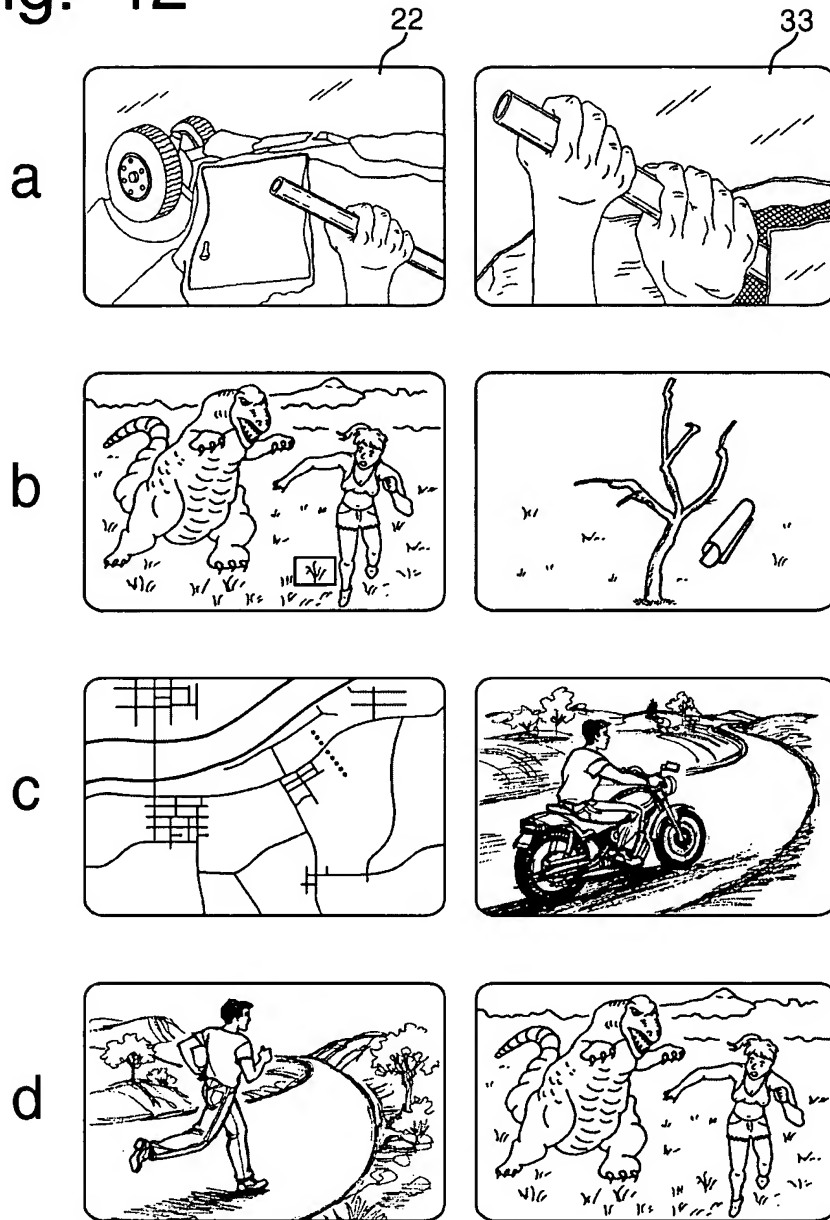


Fig. 12



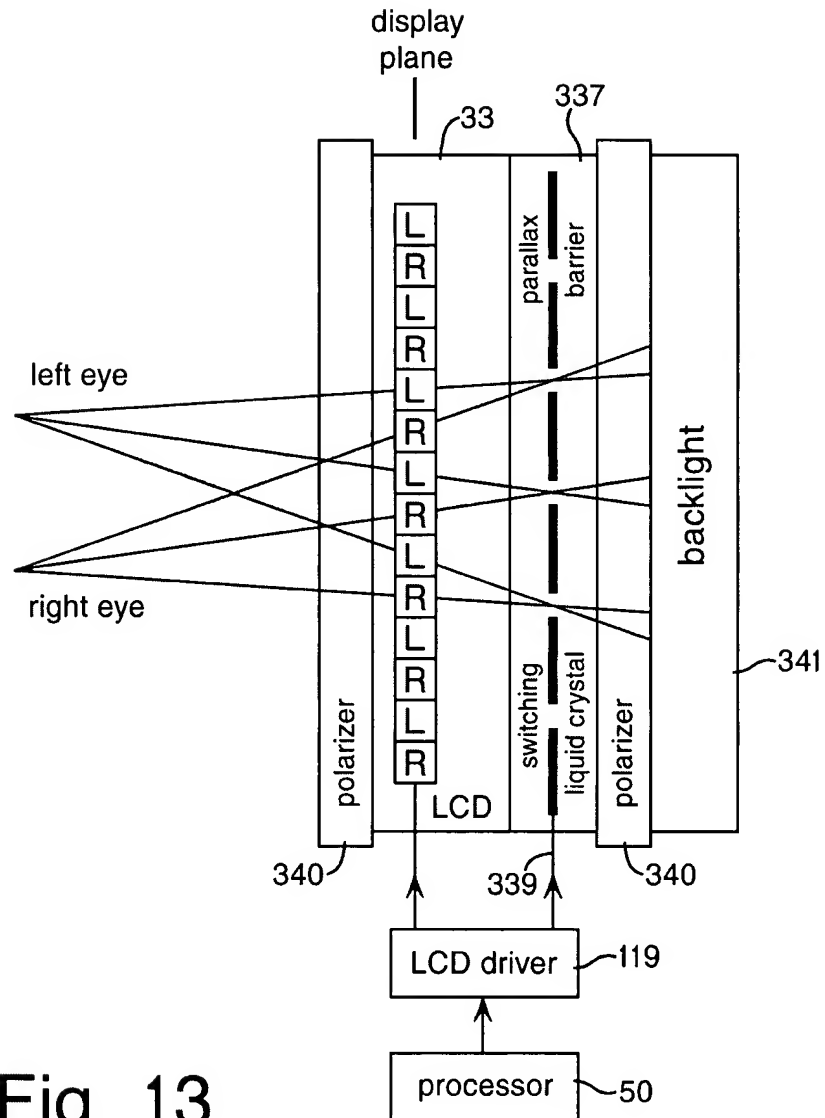
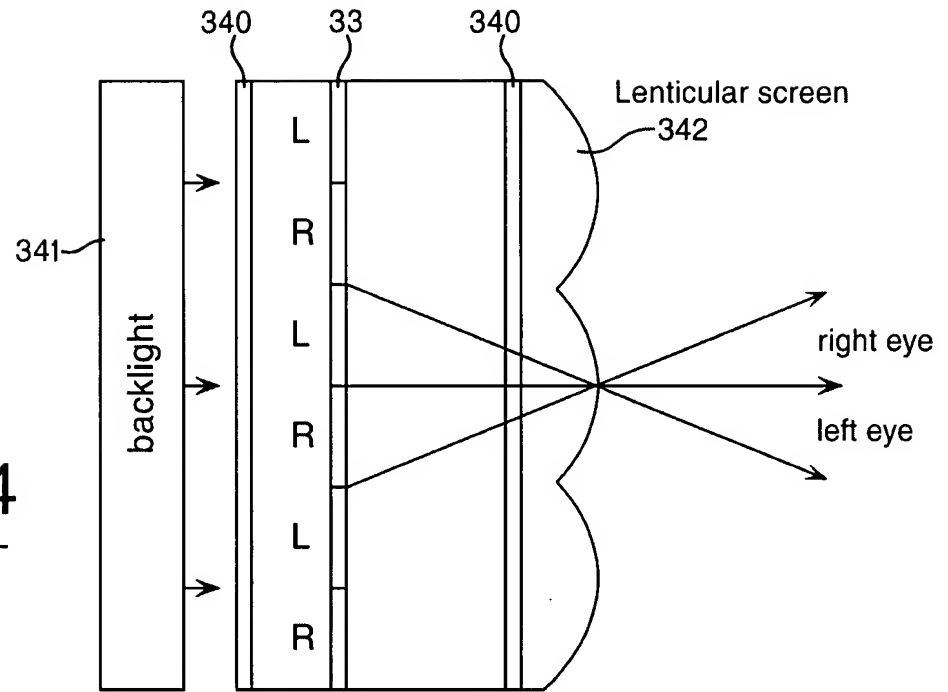


Fig. 13

**Fig. 14**  
PRIOR ART



**Fig. 14a**  
PRIOR ART

